Designed by Marius Tanase

# TREE CUT RUN

Run’n Cut your way to victory!

GENRE: 3D Runner

PLATFORM: Android

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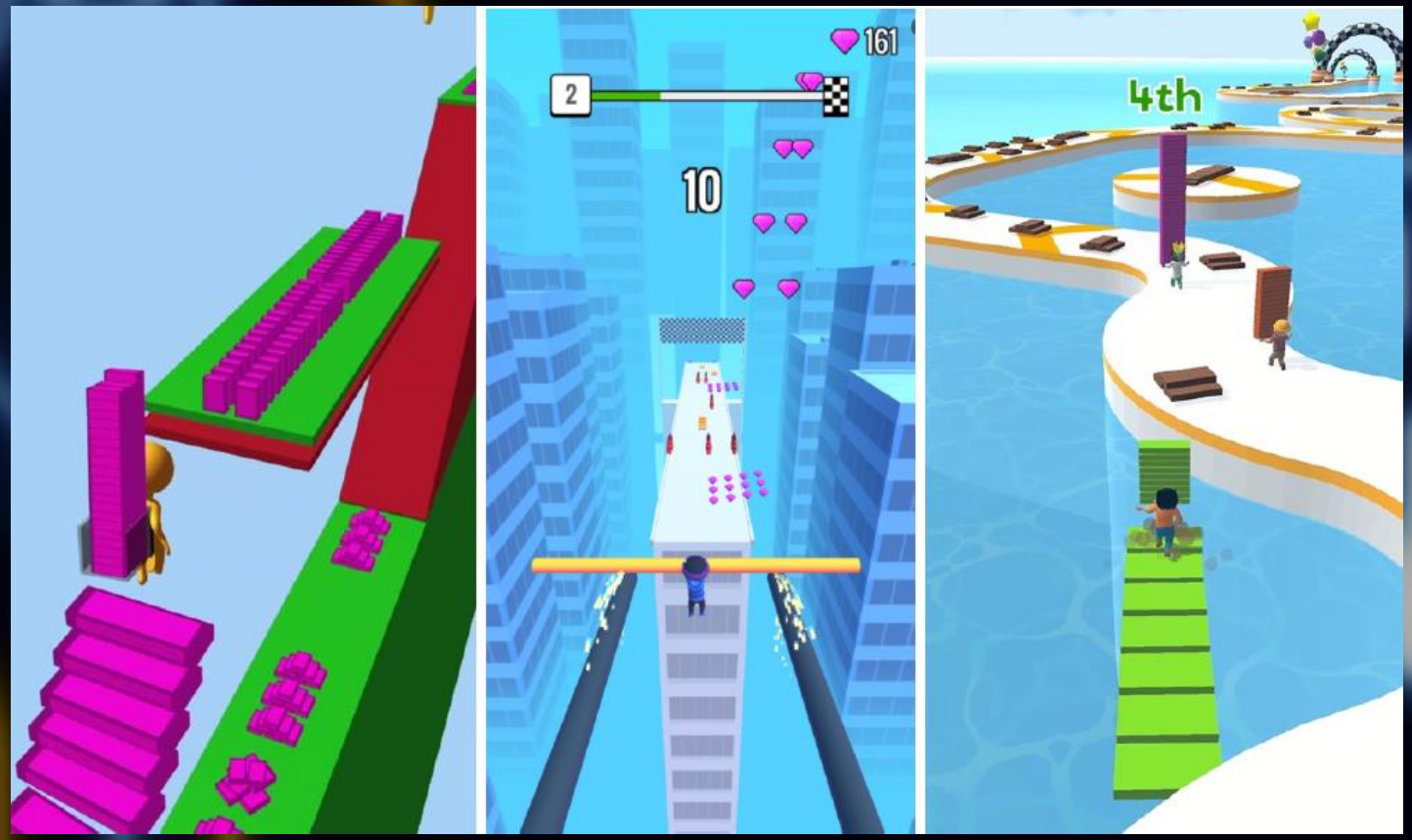
# REFFERENCES




Voodoo’s Stair Run, Roof Rails and Shortcut Run.

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# GAMEPLAY LOOP

Tree Cut Run is split into 2 phases (like most Hypercasual games):

1. Reach the Wooden Gate without depleting your HP

2. [Yard Stick] Get to the second Gate before time runs out
+ Cut down as many trees as possible (bonus coins);

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# PHASE 1 – Conserve your resources

**OBJECTIVES**

1. Collect:
   - -Ingot (x1)
   - -Triple Ingots (x3)
   - -Penta Ingots (x5)

2. Dodge Obstacles:
   - -Trees
   - -Saws
   - -Walls

**HP**

1. HP increases if the player collects Ingots;
2. HP decreases if the player cuts down trees;
3. Instant fail if the player touches a Saw;

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# PHASE 1

There are places where the Player needs to cut trees to progress.
Manager your HP wisely.

**TREE HP**

- A number is Displayed on the top representing the HP required to destroy it;
- Trees' HP can also be easily calculated by their **Height**;

- When the Player stands in front of a Tree they start chopping;
- Each chop **costs 1 HP**;

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# PHASE 2 – Go Berserk!

**OBJECTIVE**

Turn the tables – destroy everything

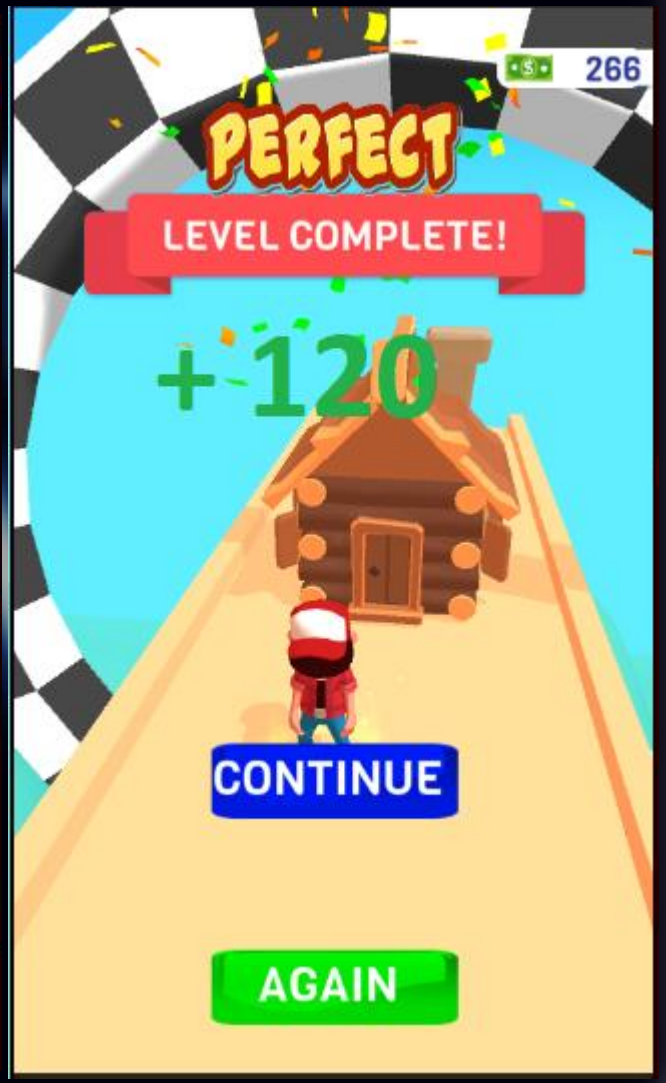
1. Cut Trees;
2. Reach the end before Time (HP remaining) runs out.

**REWARDS = COINS**

1. Cut Trees = Tree HP x 10;
2. Reach the end = 50 + (Remaining HP x 30);

**NEW WEAPON = CHAINSAW**

1. Instant KO to any tree;
2. Consumes HP/Second;



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# CONTROLS

**Swipe Right-Left**

**Physics**

Player keeps moving forward;

Gravity affects the player's Y velocity;

**Walls**

Block the player's movement forward;

Use them to better time some actions.

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# VISUALS

Just like most successful Hypercasual games: Less is More

- Simple visuals
- Clear path (main focus)
- Bland background
- Simple character
- Character fits the theme
- Wacky Physics
- Impactful FBXs

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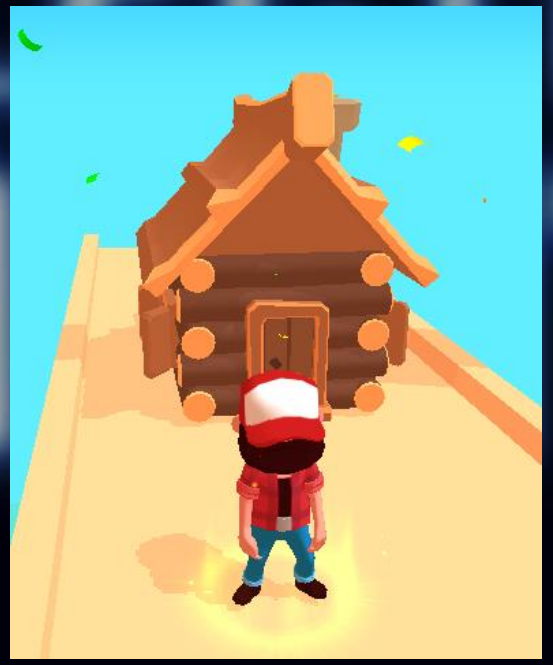
# VISUALS TOUCHES

The AXE changes sizes relative to Player's HP

Trees turn Green in Phase 2, indicating Cash

Build a Cabana!
If you manage to reach the end of a level



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# VISUALS TOUCHES

In the Yard Stick (2nd Phase) the Player changes weapons to a Chainsaw!
It deals 1 Hit KO to any tree.

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# LASTING THOUGHTS

- Moderately challenging
- Balance between RISK – REWARD
- Multiple paths/options to progress
- Do I cut these trees or take the other tougher part?
- Yard Stick: Do I cut more trees or try to reach the end?

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ELECTRIC MANTA

# Thank you for your time!